HANGMAN

VIDEOCART™ 18

FAIRCHILD

On Your Mark

In the game of Hangman, the computer selects a secret word, from a predefined vocabulary or a list of words you have entered yourself. You try to guess the word, letter by letter, and save the figure from being hung. Each wrong guess brings the figure closer to hanging.

This Fairchild Videocart™ contains many variations on the traditional word game.

Get Set

Insert the cartridge into your unit with the edge label toward you and the top label facing up. Press the **RESET** button. A scaffold will appear on the screen, along with the word **GAME?**

Go

The easiest way to play Hangman is to wait about five seconds after pressing **RESET**. The computer will begin to play the normal, unscored, one-player game. Take control of the game at any time by twisting either hand controller.

In order to play any of the other variations of the game, respond to the word **GAME?** within five seconds as described in the section on Options.

The Game

You can either guess words from a predefined vocabulary of more than 160 words or put in your own words for your friends to guess. In the normal game, the number of letters in the word (always 10 or less) is indicated by the number of underlines. Twist the hand controller to

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select the letter of your choice. If your guess is correct, the letter will be shown in the correct place, or places, in the word. If your guess is incorrect, the letter is shown on the left of the screen and a portion of the anatomy is added to the figure in the scaffold. First the head appears, then the body, then the arms and legs. After the last allowable miss, the figure is hung. If you get all the letters correct, the figure jumps free.
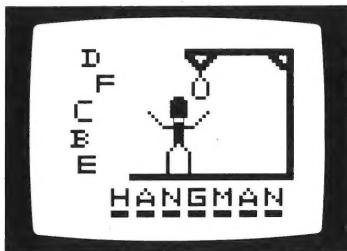
HOW THE HAND CONTROLLERS WORK
Twist the hand controller clockwise to go up in the alphabet (A-B-C-D . . .); twist counterclockwise to go down in the alphabet (E-D-C-B . . .). When you come to the letter you want, push down on the hand controller.

OPTIONS
Games
If you want to play one of the many variations of Hangman, begin by responding to the word **GAME?** by pressing the appropriate button.

Button **1** (Game 1) — 1 player, no score

Button **2** (Game 2) — 2 players, no score

The first player guesses a letter. If it is correct, the same player guesses again. When he misses, the second player tries a letter and continues guessing until he misses.

Button 3 (Game 3) — 1 player, scored

The green score on the top of the screen tells the number of words guessed correctly. The blue score on the bottom of the screen tells the number of times the figure was hung.

Button 4 (Game 4) — 2 players, scored

Play proceeds as in game 2. Players get 1 point for each letter guessed correctly; if the letter appears twice in the word, the player gets 2 points. There is a bonus of 2 points for getting the word right. When a player gets hung, the opponent gets 1 point.

The right-hand player's score appears at the top of the screen in green. The left-hand player's score appears at the bottom of the screen in blue.

Modes

After the game is selected, the word **MODE?** appears on the screen. Use the hand controller to select Mode A-N for the desired combination of the following features:

Free Letter — When the computer presents the underscores for the word to be guessed, it gives you a free letter.

Unknown Length — The computer does not indicate how long the word is. There will always be 10 blue dots below the word instead of the long green underlines.

Squeeze — Where normally there are spaces between

guessed letters to indicate a missing letter, in this mode all blanks are squeezed out. Note that a correct letter may not appear in the proper blank at first.

Example word is "together": _ _ _ _ _ _ _ _

First guess is **G**. Result: G _ _ _ _' _ _ _

Second guess is **R**. Result: G R _ _ _ _ _ _

Third guess is **T**. Result: T G T R _ _ _ _

Next,   **O**   T O G T R _ _ _

Next,   **E**   T O G E T E R _

Next,   **H**   T O G E T H E R

Where Does It Belong? — All letters except one are put in the word in the normal manner. When guessed, that one is counted as correct and shown inside the scaffold. You know it is in the word, but you don't know where it goes.
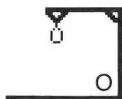
Example: "together"   _ _ _ _ _ _ _ _

Guess **T**. Result: T _ _ _ _ T _ _

Guess **H**. Result: T _ _ _ _ T H _

Guess **O**. Result: T _ _ _ _ T H _

(The "O" shows inside the scaffold)

Guess **R**. Result: T _ _ _ T H _ R

Mix Them Up — This mode is significantly different; nobody gets hung and you don't guess letters. The word is presented in a mixed-up order. You try to figure out what the word is. When you think you know it, press down and see the correct order.

Example: When presented with E G A M,
unscramble it to get G A M E.

Enter Your Own Words (Mode N) — This is not a game-playing mode, but allows you to enter words of your own, giving you the option of playing any of the games with these words instead of the computer's predefined words. After at least one letter is entered, all words entered under a previous Mode N are erased. To enter words, twist the hand controller until the desired letter appears, then push down to enter. When the word is complete, twist to the solid box symbol (■) and push down.

If you make a mistake on a word, pull up the hand controller. The word will be erased, but all earlier words are still remembered.

A word may have a maximum of 10 letters. If you try to enter more than 10, the solid (■) appears. You may now erase the word by pulling up.

You may enter approximately 30 normal-size words (or 18 ten letter words). If you try to put in more, a "?" will appear. These words will be remembered as long as the cartridge stays in a console that is turned on or until the next time Mode N is selected.

After entering your words, press **RESET**. The word **GAME?** will appear on the screen, requesting your choice. To play a game with these words, select an O or P as described under **BOOK?**

MODE Letter	Game Features
A	Normal Game
B	Free Letter
C	Unknown Length
D	Free Letter/Unknown Length
E	Squeeze
F	Free Letter/Squeeze
G	Unknown Length/Squeeze
H	Free Letter/Unknown Length/Squeeze
I	Where Does it Belong?
J	Free Letter/Where Does it Belong?
K	Unknown Length/Where Does it Belong?
L	Free Letter/Unknown Length/ Where Does it Belong?
M	Mix Them Up
N	Enter Your Own Words

Word Choice

After the mode is selected (except for Mode N), the word **BOOK?** appears on the screen. Use the hand controller to select O, P, Q, or R to determine whether your words or the computer words will be used in the game, and whether they will be presented in random or sequential order (word 1, then word 2, then word 3 . . .). If O or P is selected, you must have previously entered these words under Mode N.

O — Your words, sequential order
P — Your words, random order
Q — Predefined words, sequential order
R — Predefined words, random order

Time Limit

After responding to **BOOK?**, the word **TIME?** will appear on the screen. This option allows a time limit on letter selection. Use it when your opponent tends to be a "deep thinker" or to time yourself in the Mix Them Up option.

A — No limit
B — 20-second limit
C — 50-second limit
D — 1-1/2-minute limit

If a letter is not selected within the chosen time limit, a choice is automatically made for you. Whereas in normal play, you can guess a correct letter many times without penalty, in the timed option a duplicated guess is counted as a miss.

Ending Option Selection

You may end the selection of options at any time by pressing keyboard buttons 1, 2, 3, or 4.

For example, if you start a game by selecting a **GAME?** option and Mode B, when the screen asks **BOOK?**, you can press a keyboard button instead of choosing. Then the computer will remember Mode B and will supply Book R (random, computer words) and Time A (no limit). If no mode is selected, Mode A (normal game) is automatically chosen.

Changing Options

To change options while playing a game (game 1, 2, 3 or 4), press button 1. You will now be asked to enter a new **MODE?**, **BOOK?** and **TIME?**. All scores will be remembered. If you end option selection by pressing a keyboard button after **BOOK?** appears, the previous book and time will be used.

To select a new game at any time, press **RESET**.

SOUNDS

While playing a game, the computer sounds can be changed by pressing button 2, 3, or 4 (pressing button 1 changes game options).

Button **4** — normal sound
Button **3** — alternate sound
Button **2** — no sound

You may change sounds as many times during a game as you like.

You'll get the *hang* of it in no time!

Have Fun

If you have questions about this Videocart™* cartridge or your Channel F Video Entertainment System, call the toll free numbers included with your game.

Other exciting Videocart cartridges are available from your Fairchild dealer or, for more information, write:

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Channel F and Channel F System II